Counterfactual Analysis in Economics: Using OSG to Solve Dynamic Games

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- "What if..." questions

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Two questions: Why do we care about these issues? If we care, how do evaluate these policies/transactions before/after they happen?

Economic Policy Evaluation

Why do we care?

- Most policies affect millions of people: Medicare Part D, ACA, regulation (EPA, financial industry, education, etc), mergers, etc.
- Policies are often implemented under uncertainty.
- Business transactions may lead to decreasing the number of player. Prices and quality of products may be affected.

Economic Policy Evaluation: How do we do it?

- 1. Before: decide whether to implement a policy or challenge a transaction.
 - 1.1 Look for similar implementations elsewhere and try to extrapolate.
 - 1.2 Recover fundamentals of the specific situation and simulate behavior with the policy.
- After: decide whether to expand a policy or implement an alternative.
 - 2.1 Compare situation before and after, controlling for confounding factors. Can't deal with "what if we had done something different".
 - 2.2 Recover fundamentals of the specific situation and simulate behavior with the an alternative policy.

Different approaches complement each other. OSG enters in 2.2.

Consider the following scenario (note: could tell the same story with health insurance and many other things)

- ► Consumers/private investors (privately) saving for retirement.
 - ► U.S.: 401(k), 403(b)
 - Chile: national system of mandatory private accounts
 - ▶ 30+ countries with similar features.

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Questions: How many of you

are in this situation? (hands up please!)

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- are in this situation? (hands up please!)
- know who manages your savings/investments?

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- know who manages your savings/investments?
- know in what assets are your resources invested?

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- are in this situation? (hands up please!)
- know who manages your savings/investments?
- know in what assets are your resources invested?
- rebalanced your investment in the last year?

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- are in this situation? (hands up please!)
- know who manages your savings/investments?
- know in what assets are your resources invested?
- rebalanced your investment in the last year?
- know how much you pay?

In most markets,

- if consumers are not active, they pay more.
- if consumers stick to past decisions, they pay more.
- sticking to past decisions is not optimal:
 - wrong insurance plan
 - wrong investment portfolio
 - wrong cable/cellphone/Internet provider or plan.
 - etc.

Policy question: If we were able to implement a policy that would make consumers more active, how would that affect the market?

Short answer: We don't know.

Long answer: Many things happen at the same time. To consider all of them, we need to know how consumers and firms behave.

Normal approach in economics (using the retirement investment example).

- Use historical data to estimate people's preferences over funds, their willingness to pay, and their preferences over portfolios that differ on risk.
- Use the estimated preferences over "fundamentals", to study how people would behave in a different setting. Firms will adjust to the new context.

Let's put numbers on this. I use 16 years of monthly contributions to show that

- ▶ 60 percent of people never changed a fund manager.
- People who switch fund managers more often
 - pay less than people who don't and
 - get the same returns

If we implement a policy that makes people more active, would this lead to lower fees?

Maybe, but it could also lead to lower returns.

To answer the question, use OSG.

- 1. Recover consumer preferences (no OSG here).
- Simulate competition among funds in the context of active investors.

Focus on the second stage:

- Funds know that people tend to stay in their current fund. This increases prices.
- When choosing prices, funds not only consider current competition but also future competition.

In other words, each fund solves

$$V_j(\boldsymbol{s}_{t-1}, \boldsymbol{X}_t) = \max_{\boldsymbol{p}_{jt}} \; \Pi_{jt}(\boldsymbol{s}_t, \boldsymbol{p}_t, \boldsymbol{X}_t) + \beta \mathbb{E}_t[V_j(\boldsymbol{s}_t, \boldsymbol{X}_{t+1})]. \quad (1)$$

The first-order condition is

$$\frac{\partial \Pi_{jt}}{\partial p_{jt}} + \beta \left| \frac{\partial \mathbf{s_t}}{\partial p_{jt}} \right|^{r} \mathbb{E}_{t} \left| \frac{\partial V_{j}(\mathbf{s_t}, \mathbf{X_t})}{\partial \mathbf{s_t}} \right| = 0, \tag{2}$$

We need to solve

$$\frac{\partial \Pi_{jt}}{\partial p_{jt}} + \beta \left[\frac{\partial \mathbf{s}_t}{\partial p_{jt}} \right]' \mathbb{E}_t \left[\frac{\partial V_j(\mathbf{s}_t, \mathbf{X}_t)}{\partial \mathbf{s}_t} \right] = 0,$$

for every firm and combination of s_t and X_t .

Need to compute $\mathbb{E}_t \left[\frac{\partial V_j(s_t, \mathbf{X}_t)}{\partial s_t} \right]$. How? Forward simulation.

OSG is what makes this possible for large state spaces.

<u>Using OSG to Evaluate Policy</u>

Two-step procedure

- 1. Estimate a policy function $p = p(s_t, X_t, \xi)$.
- Use the sequential representation of the value function and simulate N paths of length T (many paths, for many, many years into the future).

$$V(\boldsymbol{s}_t, \boldsymbol{X}_t) = \frac{1}{N} \sum_{i=1}^{N} \sum_{t=0}^{I} \beta^t \Pi(\boldsymbol{s}_t, \boldsymbol{p}_t, \boldsymbol{X}_t).$$

We can do this for any given initial s_t . Then, compute the derivative of the value function using

$$\frac{\partial V(\boldsymbol{s}_{t+1}, \boldsymbol{X}_t)}{\partial s_{jt}} = \frac{V(\boldsymbol{s}_t + \epsilon \boldsymbol{I}, \boldsymbol{X}_t) - V(\boldsymbol{s}_t - \epsilon \boldsymbol{I}, \boldsymbol{X}_t)}{2\epsilon},$$

With this, we can compute equilibrium fees for a given starting vector of shares \mathbf{s}_t . OSG allows to solve for all initial conditions separately, over a large state space. Difference here is between doing something in days versus years.

We can compute equilibrium for a hundreds of thousands of $(\boldsymbol{s}_t, \boldsymbol{X}_t)$ combinations in a few days.

OSG allows to solve for all initial conditions separately, over a large state space.

Difference here is between doing something in days versus either years or never.

Outcome: making people more active decreases prices and it does not affect returns.

Case	Mean and 95% CI
Base simulation	6.195%
	[6.181%,6.210%]
No enrollment cost	3.666%
	[3.660%,3.671%]
No decision cost	3.837%
	[3.833%,3.842%]
No switching costs	2.607%
Note: The table reports the mean ex-	

Note: The table reports the mean expected fees and 95% confidence intervals for the different scenarios under study using 10,000 random initial states.

Conclusions

- 1. Policy/transaction evaluation is critical in modern microeconomics.
- Evaluations often require simulating consumer/firm behavior over a large state space.
- In particular in the case of dynamic games, OSG could become a crucial tool, making the difference between being able to do something and not.